1) Go here https://btcspinner.io/ and register
2) Go to the page and go https://btcspinner.io/game
3) Open the console (f12 or right click > inspect element)
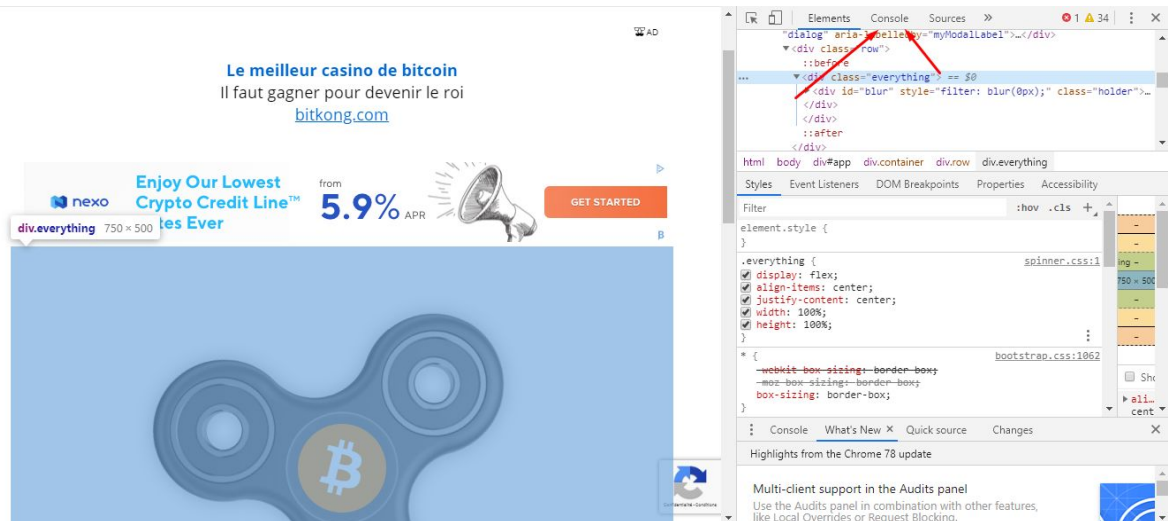
4) Click here and copy the code that i give you on number 5)
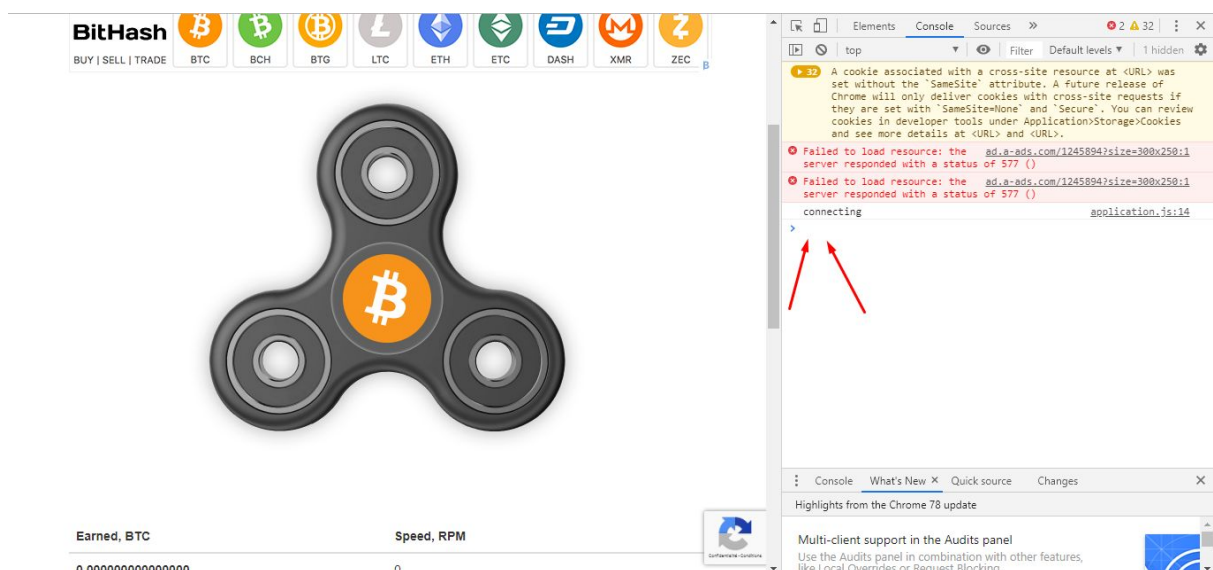
5) Paste this code :

```
function mouseEvent(type, sx, sy, cx, cy) {
 var evt;
 var e = {
   bubbles: true,
   cancelable: (type != "mousemove"),
   view: window,
   detail: 0,
   screenX: sx,
   screenY: sy,
   clientX: cx,
   clientY: cy,
```

```
        ctrlKey: false,
        altKey: false,
        shiftKey: false,
        metaKey: false,
        button: 0,
        relatedTarget: undefined
    };
    if (typeof( document.createEvent ) == "function") {
      evt = document.createEvent("MouseEvents");
      evt.initMouseEvent(type,
        e.bubbles, e.cancelable, e.view, e.detail,
        e.screenX, e.screenY, e.clientX, e.clientY,
        e.ctrlKey, e.altKey, e.shiftKey, e.metaKey,
        e.button, document.body.parentNode);
    } else if (document.createEventObject) {
      evt = document.createEventObject();
      for (prop in e) {
      evt[prop] = e[prop];
    }
      evt.button = { 0:1, 1:4, 2:2 }[evt.button] || evt.button;
    }
    return evt;
}
var a = document.getElementsByClassName("spinner")[0],
            b = document.getElementById("speed");
a.addEventListener("mousemove", function(e){console.log("clientX:" + e.clientX +", clientY:" + e.clientY +", screenX:" +
e.screenX +", screenY:" + e.screenY +", movementX:" + e.movementX);});

function bootRot(x, y){
            a.dispatchEvent(mouseEvent("mousemove", x, y, x, y));
}

function bootStart(){
            if ((b.innerHTML != "Dragging") && parseInt(b.innerHTML) < 1800){
                    var xInicial = 0, yInicial = 0;

        // "parseInt(b.innerHTML) < 1800": 1800 is the minimum value in RPMs from which the spinner rotates again.
                    // This value can be edited!

                    for(var ofParent = a; ofParent; ofParent = ofParent.offsetParent){
                            xInicial += ofParent.offsetLeft;
                            yInicial += ofParent.offsetTop;
                    }

                    var bootWidth = xInicial + a.offsetWidth,
                            bootHeight = xInicial + a.offsetHeight;

                    var Xs = [xInicial, (bootWidth)/2, bootHeight, (bootWidth)/2], /*[462, 591, 729, 869],*/
                            Ys = [(bootHeight)/2, yInicial, (bootHeight)/2, bootHeight], /*[77, 77, 77, 77],*/
                            count = 0, speedBoot = 20;

                    // speedBoot = 20: Time in milliseconds that the mouse pointer would by points (Xs,Ys) forming a perfect
circle.
                    // This value can also be edited.

                    a.dispatchEvent(mouseEvent("mousedown", Xs[0], Ys[0], Xs[0], Ys[0]));

                    bootRot(Xs[0], Ys[0]);

                    setTimeout(function(){
                            bootRot(Xs[1], Ys[1]);
                    }, (count++)*speedBoot);
```

```
        setTimeout(function(){
                bootRot(Xs[2], Ys[2]);
        }, (count++)*speedBoot);

        setTimeout(function(){
                bootRot(Xs[3], Ys[3]);
                a.dispatchEvent(mouseEvent("mouseup", Xs[3], Ys[3], Xs[3],  Ys[3]));
        }, (count++)*speedBoot);
    }
}

var bootIntervalId = setInterval(bootStart, 1800);

// bootStart, 20: Time in milliseconds to swing reset after reaching the minimum RPM value.
// This value can also be edited.
// It is recommended that greater values for computers that do not have advanced hardware configuration!

function bootStop(){ // bootStop(): Command stops the execution of the script.
        clearInterval(bootIntervalId);
}
```

6) And here come the money, thanks for reading, ow ytou just have to wait, you can run it on a VPS or just on a tab while you browse the internet